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import java.util.Scanner;

public class Rectangle{

    //instance variables
    private double length;
    private double width;

    //Default constructor
    public Rectangle(){
        //instance
        length=0.0;
        width=0.0;
    }

    //Initialize Constructor
    public Rectangle(double l, double w){
        length=l;
        width=w;
    }

    //Copy Constructor
    public Rectangle(Rectangle x){
        length=x.length;
        width=x.width;
    }

    //return a string representation of the rectangle
    public String toString(){

        return("Length= " + length + "          " + " Width= " + width);
    }

    //Set length of rectangle
    public void setLength(double l){
        length=l;
    }

    //Set width of rectangle
    public void setWidth(double w){
        width=w;
    }

    //Get Area of rectangle
    public double getArea(){
        return(length*width);
    }

    //Get Perimeter of rectangle
    public double getPerimeter(){
        return(2*length+2*width);
    }

    //Get Length of rectangle
    public double getLength(){
        return(length);
    }
}

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//Get Width of rectangle
public double getWidth(){
    return(width);
}

//Method to validate data
public String validateData(){
    if (length >= 0 && width >= 0)
        return null;
    else
        return "Length and width must both be a non-negative number.";
}

//Method to draw rectangle
public void drawRectangle(){
    System.out.println();
    System.out.println("    Width = " + width);
    System.out.println("+-----+");
    System.out.println("|                |");
    System.out.println("|                |");
    System.out.println("|                | Length= " + length);
    System.out.println("|                |");
    System.out.println("+-----+");
    System.out.println();
}
}

```